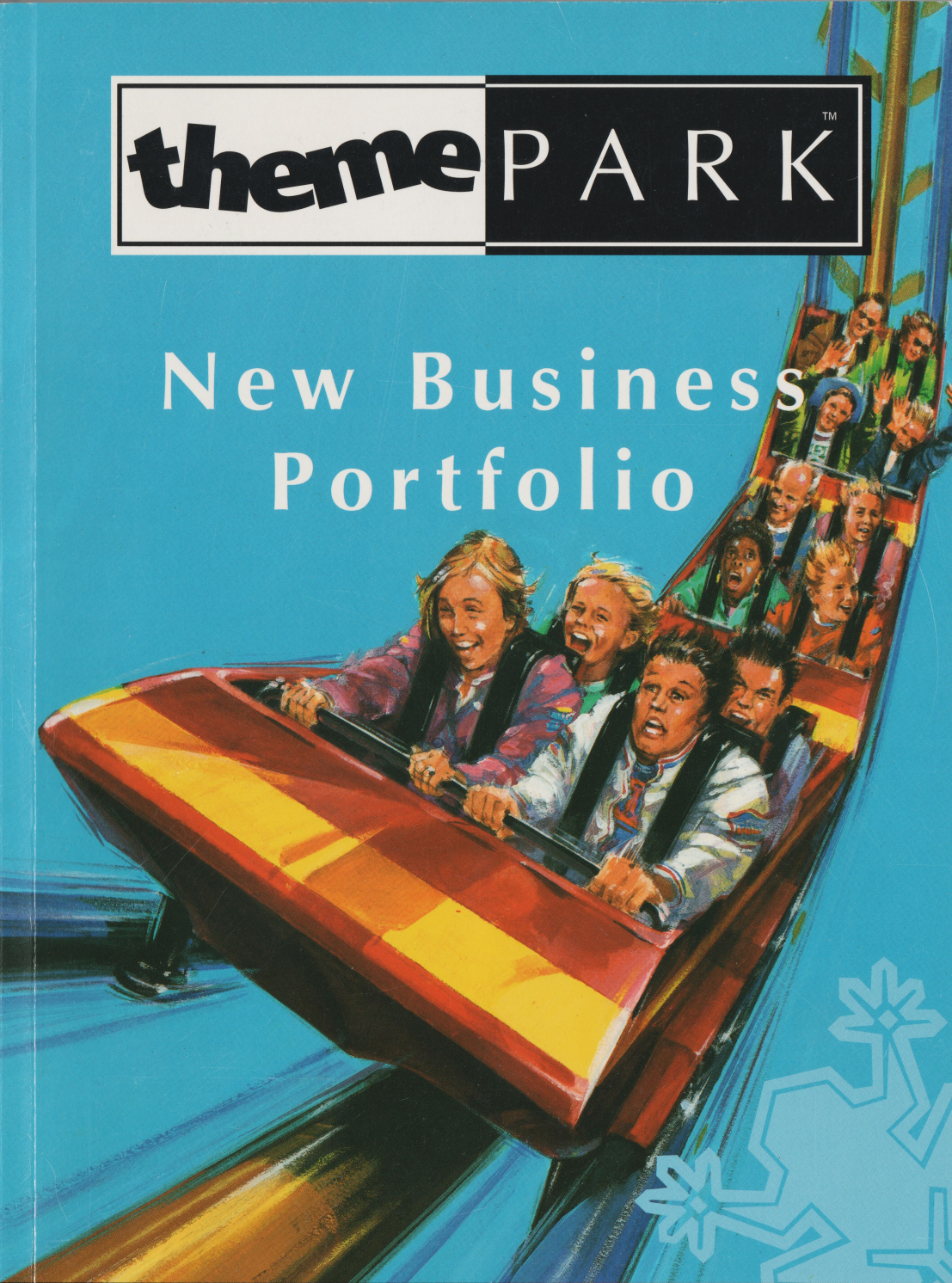
theme PARK™

New Business Portfolio



DESIGNER SERIES™ BY BULLFROG™

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

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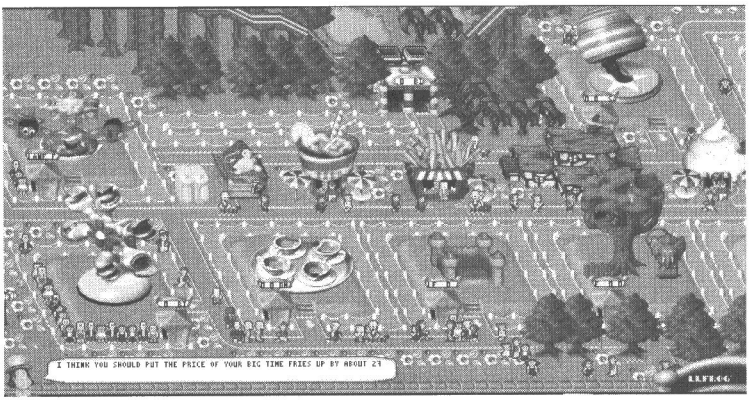
Chapter 1:

Welcome to Theme Park™



"The weather looked a bit dodgy, threatening rain, but it was pleasantly warm. Near perfect conditions for a family visit to the Theme Park which had recently opened nearby. The TV ads promised a perfect day out and thrills galore, and the place looked so spectacular we just couldn't resist.

The bus that took us to the Theme Park was huge, with room for a couple of hundred people on board. And not all crammed in like sardines either; everyone got a seat, there was plenty of leg room and air conditioning kept us all cool. We scythed through the traffic, and in no time at all arrived at our destination.

A sign above the gate said Welcome to Bullfrog's World! Even I was excited, and my kids were buzzing. I bought the tickets – a bit steep for the whole family, but all the rides are free once you're in. The great metal gates swung open and in we swarmed, carried along by the enthusiasm of the crowd. And what a sight met our eyes! The place was fantastic! Rides galore, shops, souvenirs and all the facilities you could possibly wish for.

A huge roller coaster – The Whirlwind – dominated the skyline, and we followed the signs straight there, hoping to be the first in the queue. Somehow a few others had beaten us to it, but we weren't made to wait for long. We climbed aboard and pulled down the safety rail, me and the wife in front, the two kids behind. Phew, what a ride! Loops, curls, corkscrews and so fast. The g-force was, to quote the kids, 'intense'. They wanted a second go immediately, but I said we should try a few of the other rides first, and bought them 'I Rode The Whirlwind' t-shirts from a nearby souvenir stand to keep them happy.

Hint

This is the level of satisfaction, facilities and customer service your park has to approach to have any chance of making it in the ultra-competitive Theme Park business. If you possess the skills required to make people happy while simultaneously taking them for as much money as possible, read on. Because when you play Theme Park, you're riding a financial whirlwind.

A few rides later, I was getting peckish and the kids were ravenous. There was a burger stand handy, so I treated the family to burgers and fries. We ate them by a fountain in the picnic area, in the cool shade of the trees. Bliss. The food was good, but the salty fries soon had us all thirsty, so it was out with the wallet again for a few colas and the inevitable ice creams.

As I put my litter in the bin I noticed the kids had left rubbish on the grass, but before I could get them to pick it up one of the park workers had whisked it away. Still, the day wouldn't have been complete without giving the kids a good telling off and their subsequent tantrums.

Refreshed and rejuvenated I felt like a challenge, so I chanced my arm on the Coconut Shy. Those coconuts must have been glued in, because I hit them on the full a few times but they didn't budge. Then my son decided to humiliate me by hitting the cans for six in Tin Can Alley. Now it was my turn to sulk, so I decided to cool off in the Saloon while the wife and kids went off exploring.

When I emerged I needed to answer a call of nature, and the clear sign-posting meant I'd found a toilet in no time. The Super Toilet was so clean and user-friendly, I remember thinking I could have stayed there for hours. Next I headed for the Fountain, a meeting place for separated families, and sure enough the wife was waiting with the little ones.

They'd had a marvellous time in my absence, had travelled all over the park by Monorail, and hadn't even minded the inevitable shower of rain because a man dressed as a chicken handed out umbrellas to protect them. Plus they rode the Whirlwind for a second time and it was even faster than before, speeded up for extra thrills.

We stood and watched a spectacular fireworks display as the sky grew darker, and then tired but happy made our way back to the bus. All in all, the family's day out at Bullfrog's World just couldn't have been any better."

The Aim of the Game

Simply put, to be the best. To make your Theme Park not only the hottest ticket for thousands of visitors, but the hottest property on the shares exchange.

At the end of every financial year, you receive a statement on the Year End Chart, rating your Theme Park against 40 rivals in six categories. The categories are:

Richest Park Owner

Most Exciting Park

Most Amenities

Customer Satisfaction

Biggest Park

Most Pleasant Park

Only when you're numero uno in each category have you achieved your aim of constructing the ultimate Theme Park.

Hint

Now that might sound easy enough, but if you think Theme Park's going to be a walk in the park, you couldn't be further from the truth. Success in business requires an awesome eye for detail, and likewise in Theme Park. You need to fine tune every ride, shop and side-show for maximum profit margin. Don't forget to check on your finances regularly at the Bank Screen, and listen to the Park Advisor's advice throughout the game on how to make the most of Theme Park.

The Main Menu

Hint

Nicknames become important when saving games. While there are only 10 saved game slots, you can save 10 parks per nickname and there's no limit to the number of nicknames you can have.

Having successfully loaded the game, the Advisor introduces you to the world of Theme Park. To skip the intro sequence at any point, press **Spacebar**. You arrive at the Title Screen; press **Spacebar** again and you're asked to type in a nickname. Do so using the keyboard, and confirm with a **left-click** to the Tick icon. The Main Menu appears.

To select a Main Menu option, highlight it with the cursor and **left-click** or press the relevant key.

The Main Menu options are:

F1 Setup New Theme Park – **Left-click** here for the Your Player Details screen.

F2 Load Game – A **left-click** opens the Saved Game window. To choose which park to re-open, highlight with the cursor and **left-click**. Press **Esc** to return to the Main Menu without loading a game.

F3 Continue Game – Returns you to the current Theme Park the last time you saved.

F4 See Intro – So impressed you want to watch it again? I don't blame you.

F5 See Credits – Find out the names of those responsible for Theme Park.

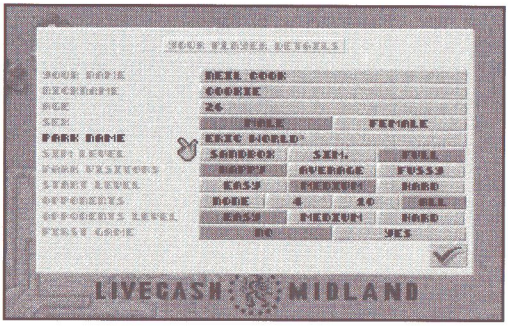
F6 Quit to DOS – Quits the Main Menu and takes you to the operating system.

Chapter 2:

Designing a New Park

Highlight F1 Setup New Theme Park and **left-click** for the Your Players Details screen.

Your Player Details



Give the park some personality and set-up the kind of game you want to play on the Your Player Details screen.

Use the mouse to highlight a category with the cursor and **left-click**. Alternatively, use the cursor keys to move up and down the list, and left/right to select particular options.

Your Player Details are:

Your Name – Type in your name using the keyboard.

Your Nickname – Type in something witty, abusive or filthy using the keyboard, to a maximum of eight characters. This nickname becomes essential when restoring saved games – it acts like a password and you're unable to restore a game without it.

Age – Lie if you like, but you're only kidding yourself. Enter your age on the keyboard.

Sex – The options are **Male** or **Female**, so no surprises there. Highlight one or the other with the cursor keys, or **left-click** the appropriate box.

Park Name – Type in nothing here and your park's known as Bullfrog's World, but I'm sure you can come up with something a little more imaginative than that. Enter the park name on the keyboard; use **Backspace** to erase incorrect characters.

Sim Level – Choose from **Sandbox**, **Sim** and **Full**. Highlight the desired level of play with the cursor, and then **left-click**.

Sandbox level is very much for beginners. You can enjoy all the fun of the fair and design a park without the stresses, strains and complications that come from visits to the Bank Requester screen. There's no need for Research and your shops can't run out of stock so there's no need to visit the Stock Screen. However, you may still need to take out a loan, and keep one eye or your bank balance to avoid going bankrupt. Needless to say, you're missing out on an awful lot of Theme Park's best features.

Sim level is intermediary. You're involved in Research to develop new park facilities and the Negotiation screens pop up periodically. However, if you visit the Stock Screen and Stock Market screens you'll find that these features aren't available to you.

Only on **Full** level do you get to utilise all of Theme Park's options. Now you're not only expected to Research new facilities, but purchase stock for shops and shares in other parks. You're responsible for every financial transaction, and rival operators can have a say in your success. On **Full** level, you're playing with the big boys.

Park Visitors – Choose a mood from **Happy**, **Average** and **Fussy** by **left-click**ing the appropriate box. The fussier your customers become, the harder it is to part them from their cash. This only affects your Theme Park's visitors for the first four years of operation, after which it's all down to you.

Start Level – Choose between **Easy**, **Medium** and **Hard**. This decides the amount of money you begin the game with. On **Easy** level 200,000 is deposited in your current account, choose **Medium** and 150,000 is added to your coffers, while on **Hard** level you've a mere 100,000 to play with.

Opponents – **None**, **4**, **10** and **All** are the options here. If you're playing in glorious isolation the game loses its competitive element. The more rival Theme Parks that are out there, the trickier it gets to be best in all six categories and someone might just buy the park out from under you.

Opponents Level – This decides how aggressive your opponents are. Choose between **Easy**, **Medium** and **Hard**. You can make life a lot simpler if you hamper the opposition and make them **Easy**, but for a real challenge make **All** the opposing Theme Park owners rock **Hard**.

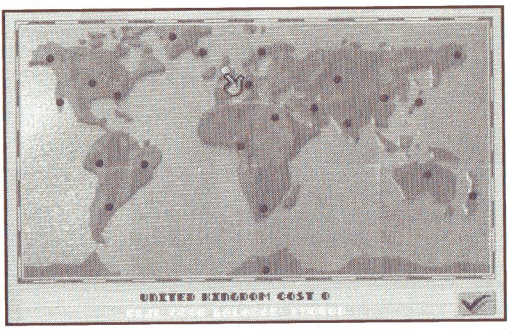
First Game – **No** or **Yes**. If you select **Yes** you're given a Tutorial by the Park Advisor when you enter the park to help get you started (see *Tutorial*).

When you've finished entering Your Player Details, **left-click** the Tick icon for a look at the World Map.

Where in the World?

Hint

A site close to a large European or North American city is going to be an easier proposition than one in Antarctica, but these are also the most expensive sites. So when choosing a location, make certain you've enough cash left to develop the site and haven't blown it all beforehand. The cheaper the site, the more you have to spend to make a success of it, but Theme Park is all the more challenging when you've difficult terrain and a remote location to overcome.

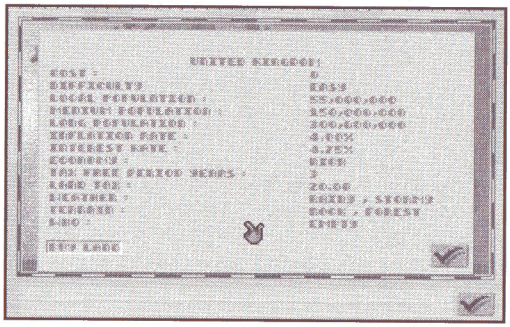


On the World Map available sites are marked in yellow. Red dots mark locations you currently can't afford, while sites occupied by other Theme Park owners are marked in blue. At the bottom of the screen is your bank balance. Highlight a location with the cursor; the name and cost of establishing a park appear above your bank balance. The more salubrious and desirable the location, the greater the initial cost. No surprise then that it costs nothing to setup a park in Britain – this is your only option the first time you play Theme Park.

Left-click a red or yellow dot for details of the site and the country in which it's located (see *Site Details Screen*). **Left-click** a blue dot for a look at parks already in existence on the Park Details Screen.

When you find a site you're happy with, **left-click** Buy Land. This location appears on the World Map as a golf ball about to be teed off. To leave the World Map for the park itself, **left-click** the Tick icon.

Site Details Screen



This lists all the factors which could effect the success of a Theme Park built on a particular site, specifically population, economy and climate:

Cost – How big a bite of your bank balance is this location going to take?

Local Population – The number of potential customers that your Theme Park has to draw from in the early stages.

Medium Population – Further down the line, a medium-sized park could attract visitors from further afield.

Long Population – When your park has grown in size and its reputation has become international, the number of potential customers grows to the figure found here.

Inflation Rate – From 0-100%. The lower the better, because an inflation rate of 100% means that your overheads will double annually.

Interest Rate – From 0-100%. As with the inflation rate, you want to keep this low or end up paying through the nose for every penny you borrow.

Economy – Rich, Poor or Medium. This indicates how much cash customers will have to spend in your Theme Park, and the worse the economy the less disposable income is available.

Hint

The larger the population able to access the park, the more stable the economy and the more pleasant the climate, the easier it is to make a go of your Theme Park.

Tax Free Period Years – The length of time you can run your park without paying land tax.

Land Tax – The amount you pay is calculated by applying this rate to the area of land your park occupies, so keep it compact and you'll pay less tax.

Weather – Rainy, Sunny, Stormy, etc. The better the weather, the more likely people are to venture out of their homes and into your park.

Terrain – You have to build around rocks and other natural obstacles, so choose a site that's nice and flat if there's one available.

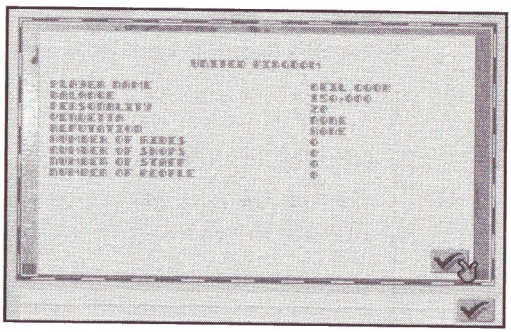
Who – The name of the park's owner.

To leave the Site Details screen:

Having digested all the information on the Site Details screen, **left-click** the Buy Land icon to accept the site. The Park Details appear on screen (see *Park Details Screen*).

If you're not happy with a site, **left-click** the Tick icon to return to the World Map and check out another location.

Park Details Screen



Check out your own park details and those of rival park owners at the Park Details screen. This tells you:

Player Name – That's you (or your opponent) that is.

Balance – As in 'bank'. The amount of money available for development of the site.

Personality – Rated on a scale of 0-100.

Vendetta – Are there any established rivalries between park owners? If you find your own name here, be sure to guard against unfriendly take-over bids.

Reputation – Good, bad or indifferent. If this is your first Theme Park you haven't got one, but any subsequent parks are measured against previous efforts.

Number of Rides – Check up on how many rides are in the park by looking here.

Number of Shops – See above

Number of Staff – See above the above.

Number of People – How popular are your Theme Park rivals? As for any new park, until the main gates are thrown open there'd be more visitors to a plague pit.

To leave the Park Details screen:

When you've taken it all in, **left-click** the Tick icon and it's back to the World Map.

Once you've bought a plot, **left-click** the Tick icon at the World Map and you're in the park.

Tutorial

When completing Your Player Details, you're asked whether this is the first time you've played Theme Park (see *Your Player Details*). Choose **Yes** for a tutorial from the Park Advisor when you arrive at the Park Screen.

Following the Tutorial:

The Park Advisor guides you through the tutorial step-by-step. First of all you're shown how to lay paths.

Next, place the first Ride. This is the Bouncy Castle. Place Entrance and Exit icons as instructed. Now connect the Ride to the network of Paths you've created with a Barrier.

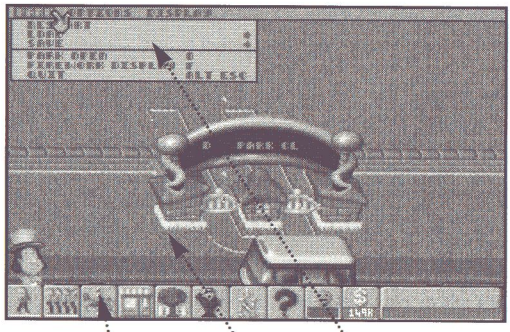
You must now choose a location for an ice cream stand. Again the Park Advisor instructs you how to do this. Then hire three members of staff – a sharkman, handyman and mechanic – and place them in the park as instructed.

You can now continue to build your park from here. Remember, everything used in the Tutorial, including staff wages, has to be bought and paid for like all your future purchases.

To skip the Tutorial, choose **No** when asked whether it's the first time you've played at the Your Player Details screen.

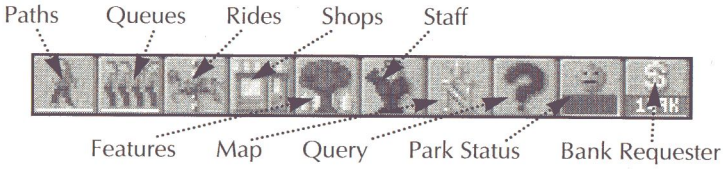
Chapter 3:

In the Park



So you've chosen a location and you're in the park. The site is currently a flat lot of nothing with a wall around it and a main gate; you've a lot of work to do before it's the world's ultimate tourist attraction.

Using the Icon Bar



The Icons Bar at the bottom of the screen is the key to creating your Theme Park. From left to right the icons are for: paths, queues, rides, shops, park features, staff, the overview map, query, park status and the Bank Requester screen.

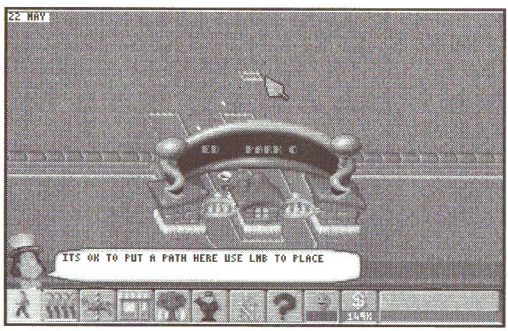
Laying Paths

Before you can do anything else, you must lay paths around the park for visitors to walk along. Theme Park's little visitors always follow paths, and this is the only way customers can access shops and rides. They only go on the grass when they're looking for the Way Out (and complain if they can't find it).

Note: Paths cannot be laid where natural obstacles such as rocks and water block the way.

Hint

Like everything else in Theme Park paths cost money, so in the early stages when cash is tight you need to be sensible and place paths only where rides and shops are going.



Left-click the Paths icon to lay plain, ordinary concrete. The cursor becomes a trowel.

Right-click for the Paths Menu and choose between concrete and one-way paths or sign-posts. The latter two cost extra, but you don't need these until later in the game when vast numbers of punters need clear directions, so save your money at first.

When you select one-way paths, the cursor becomes an arrow. To lay a one-way path, **left-click** a path square and then orientate the arrow in your preferred direction with additional **left-clicks**.

Left-click the sign-post icon in the Paths Menu and the icon attaches itself to the cursor. The sign-post flashes until it's given a sense of direction, which you do by **left-clicking** on a shop, ride or feature. Now move the post to the desired position in the park and place it with a **left-click**; wherever it's placed, the sign points to the chosen amenity. **Left-click** again to rotate the sign and lead customers to a destination via a different route, so as to pass additional shops and rides they might otherwise have missed.

Note: Remember to re-select normal paths from the Paths Menu after selecting one-way or sign-posts.

Hint

There's a good deal of psychology involved when forming queues. It's difficult to judge the length of a long queue which doubles back on itself, and punters may join then become irritated by the wait and leave. Short queues move people through the ride more quickly, but as the ride is always full some people may not have the chance to try it out at all. As always in Theme Park, it's a balancing act.

To lay paths:

The trowel cursor has a path square attached. **Left-click** to lay single squares of concrete. Alternatively, click and hold the **left** mouse button and then scroll around the park with the trowel; a path square is laid wherever the trowel does its digging.

Double **left-click** a path square to de-select any active icon – rides, shops, staff, etc. – and pick up the trowel for laying paths again.

The path square disappears if you scroll over an area of the park where you can't lay a path.

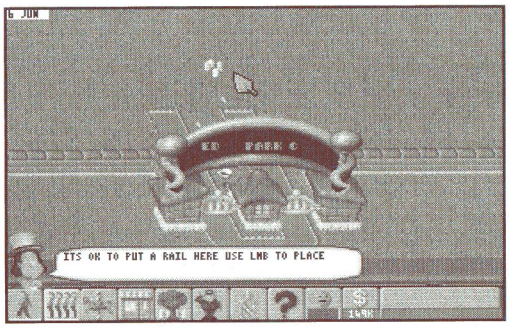
A border of flowers grows around paths once the disturbance of the digging has stopped.

To remove paths:

To remove a path square, highlight it with the trowel cursor and **right-click**. You cannot delete the original area of path around the main gate.

Note: Paths are the only item you pay for immediately. You won't get the cost of any ride, shop or staff purchases deducted from your budget until the end of each month.

Forming a Queue



The thrill-hungry public are unable to sample the delights of a ride unless they can form an orderly queue for it. Customers can still access a ride which isn't connected to a path by a queue, but they do so only one at a time and the ride is not used to maximum efficiency.

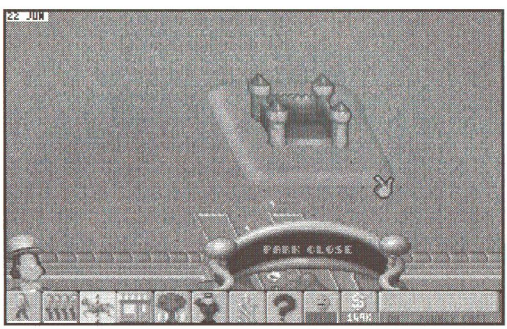
To place queues:

Highlight the Queue icon with a **left-click**.

Now connect the entrance of your chosen ride to the path (see *Selecting Rides*). Queues can be placed or removed just as you would a path; hold down the **left** mouse button and scroll around the screen to place a queue, highlight and **right-click** to remove a section of the queue.

Note: A queue must always be placed from a path to the start of a ride.

Selecting Rides



Only four of Theme Park's rides are available at the start of the game. In Full and Sim mode, you can only add to the number of rides available by investing in Research (see *Research Department*). At Sandbox level, more rides are added to the list at the end of each financial year.

There are two ways to purchase rides, through the Rides Purchaser screen or using the Quick Menu.

To access the Rides Purchaser:

Left-click the Ride icon for the Rides Purchaser screen (see *Purchaser Screens*) and some in-depth information about the attractions currently available to you.

To access the Quick Menu:

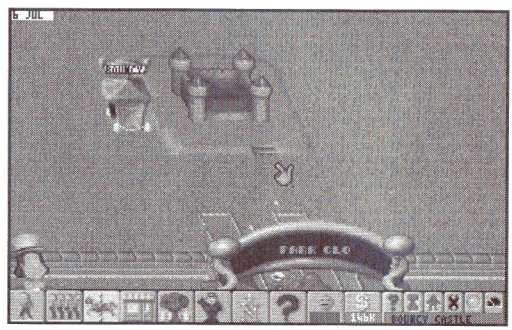
Alternatively, **right-click** the Ride icon for the Quick Menu.

Left-click an item from this menu to select your ride. Each one has a price tag; if you don't have enough cash for a particular ride, the ride icon has a red background. Having made your decision, the Quick Menu disappears and the chosen attraction is stuck to the cursor like chewing gum to a set of false teeth.

To place a Ride:

Left-click in area of the park large enough to accommodate the ride. You now need to place the ride's Entrance and Exit.

To Place the Entrance:



Once a ride has been positioned, the entrance icon appears. Moving the mouse lets you move the entrance anywhere around the ride, and a **left-click** locks it in place. To move the entrance again, choose the appropriate icon from the Information screen (see *Information Screens*).

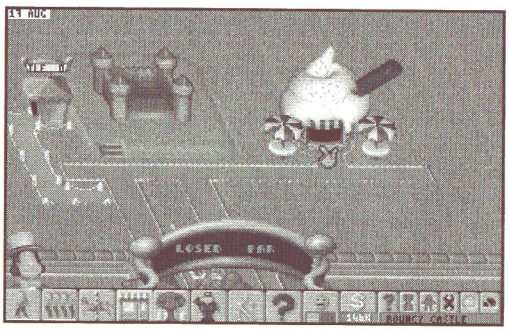
You can change the orientation of the Entrance of User-Definable rides (see *User-Definable Rides*).

To Place the Exit:

The Exit is a short flight of steps that takes your punters back to terra firma. Place this as you did the Entrance. Remember, you MUST link every ride's exit to a path or when your punters leave the ride they become lost and mill around on the grass.

Once the ride's Entrance and Exit have been placed, the Tune-Up icons on the far right of the Control Bar become active. See *Tune-Up Icons* for details of their functions.

Buying Shops



Shops fall into three categories: Food & drink stands (for which you must purchase stock – *see Stock Screens*), souvenir shops and side-shows. While it's the thrill rides that draw in the crowds, you need to keep visitors happy (and earn extra bucks) by supplying refreshments, and hopefully entice them into going home with a Theme Park souvenir or two into the bargain.

Hint

Food and drink stands are essential to the running of your park, as people will head for home if they can't get a drink and a bite to eat. However, souvenir shops and side-shows, for which you needn't buy stock, can turn you the healthiest profit.

Hint

Visitors only buy souvenirs if they're having a good time, so place souvenir shops near to your park's best rides and watch the money roll in.

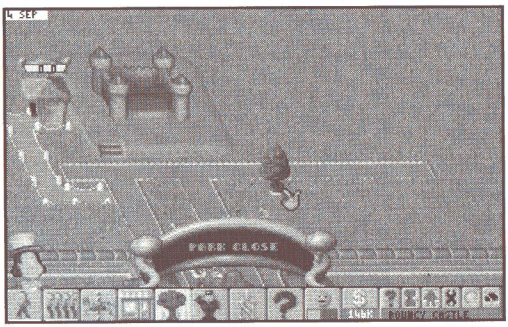
To purchase a Shop:

Left-click the Shop icon for the Shops Purchaser screen (see *Purchaser Screens*) and an in-depth look at the available shops.

A **right-click** brings up the Quick Menu.

Left-click an item from this menu to select a shop. Each one has a price tag; if you can't afford the chosen shop, its icon has a red background. Having made your selection, the Shop Menu disappears leaving you to place the shop where it's likely to attract the most custom. A **left-click** does the job.

Park Features



Hint

Don't just ignore features such as walls. They not only tart the place up a bit, but improve your safety record by keeping customers on the straight and narrow, preventing them from wandering into the danger zones around rides.

What with Most Pleasant Park being among the categories on which your Theme Park is judged, it's a good idea to beautify the place with trees and fountains. Plus, the park won't stay beautiful for long without proper toilet facilities and clear signposts showing people where they are.

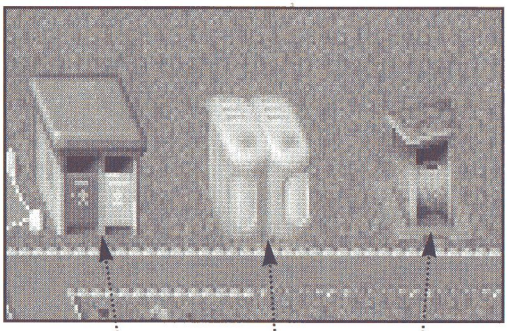
To purchase Park Features:

Left-click the Park Features icon for the Features Purchaser screen (see *Purchaser Screens*).

Alternatively, **right-click** the Park Features icon for the Quick Menu.

Left-click an item from this menu, and then click once on the Park Screen for every tree you want planting. If you're putting up a fence o digging a lake, hold down the **left** mouse button and scroll through the park.

Right-click to remove any piece of scenery, fencing or facility placed in error.



Boggy Crapper Super Toilet Outhouse

With all the food and drink you (hope to) sell, visitors are going to need somewhere they can off load any excess. Forget to place toilets around your Theme Park and things are going to either get very messy, or visitors will head for home the moment nature calls.

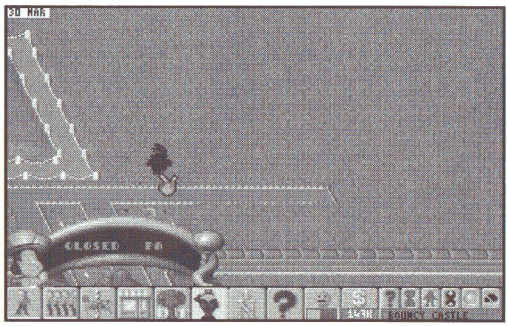
The only lavatory available from the Park Features list at first is an old, wooden outhouse; not the nicest place in the world to park your backside. Customers are rather tentative about using these, and a queue forms outside while the occupant gingerly places a protective layer of lavatory paper between flesh and toilet seat.

Woe betide the Theme Park owner who forgets to have these toilets cleaned. It isn't long before an outhouse, with its dodgy drainage and doubtful flushing mechanism, stinks to high Heaven. And if placed upwind of the queasy stomachs that often emerge from the more thrilling thrill rides, it's a recipe for disaster. First one punter loses his lunch and then a chain chunder rips through the crowd like wildfire. Before long your park's going to be about as popular as a bottle of barbecue sauce at the Three Little Pigs' house.

You can, of course, combat this by keeping outhouses properly maintained. Send handymen to clean them regularly, and should the worst happen and the vomit begin to flow make sure there are plenty of staff to mop it up.

Inject some cash into upgrading Park Features in the Research Lab (see *Research Department*) and soon your customers are relaxing on the luxurious, hi-tech Super Toilet. This self-cleaning lavatory is so sophisticated it does everything but sing like Noel Coward to the occupant. Far from throwing up, customers are more likely to move in.

Hiring Staff



Think you can run this park alone? Think again! There's no way you can offer the levels of service and satisfaction that your paying customers expect without staff. Admittedly, in the early stages you might be able to get away with a skeleton staff but as the litter begins to mount and the hundreds of pounding feet take their toll on the rides, you'd better have someone to pick up the pieces.

You can hire entertainers, handymen, mechanics and guards. Each have specific duties (for an explanation, see *People in the Park*), but they're all there to help things run smoothly.

To hire Staff:

Left-click the Staff icon for the Staff Purchaser screen (see *Purchaser Screens*).

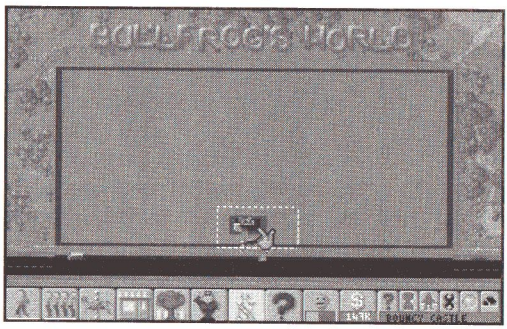
Alternatively, **right-click** the Staff icon for the Quick Menu.

To place staff in the Park:

Left-click a member of staff from the Quick Menu; they become attached to the cursor. Next, **left-click** once on the Park Screen for every worker in that category you wish to employ.

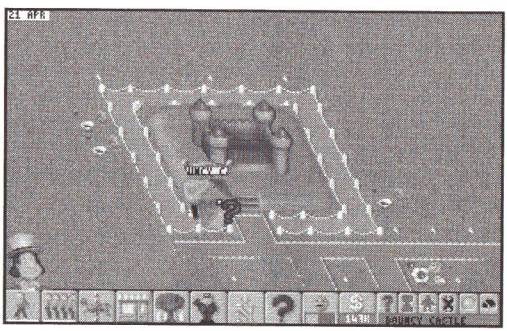
Note: The number by each staff member is their monthly wage, so remember that staff are an ongoing expense.

Overview Map



A **left-click** to this icon brings up an overhead view of the entire park. Use the mouse to move the highlight box anywhere on the map, and then **left-click**. You return to the Park Screen at this new location.

Query Mode



Left-click the Query icon and the cursor becomes a question mark. Move the cursor over any ride, shop or staff member and **left-click** to activate the Tune-Up icons. Depending on the object that has been queried, not all the Tune-Up icons will be active (see *Tune-Up icons*).

Highlight a customer while in Query mode and a thought bubble appears indicating their current state of mind. **Left-click** and the thought bubble becomes permanent (for more on thought bubbles and their meanings, see *People in the Park*).

Whenever anything is queried, its name appears in the text bar beneath the Tune-Up icons.

Park Status Icon

The Park Status icon's smiley face reflects the mood of the park visitors, and the shaded area of the box below indicates how full the next bus to arrive at the park will be. The thin red line spreading from the bottom right of the mood box shows the area of the park occupied by the paying public. When the whole box is filled in red, your park's full to bursting.

Left-click the Park Status icon for the Park Status screen (see *Using The Park Status Screen*).

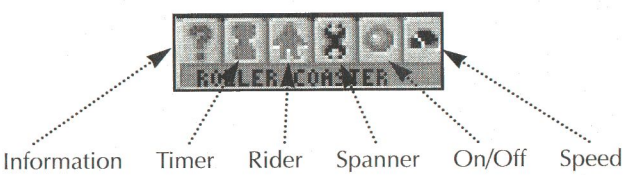
Check Finances

Short on cash and want to get a bank loan? Or just interested in the current state of your Theme Park's finances? **Left-click** this icon and the Bank Requester screen appears (see *Bank Requester Screen*).

The figure beneath the icon is your current bank balance. At the end of every calendar month this figure is updated, with money coming in shown in black and deductions displayed in red.

Right-click the Bank Requester icon for the Bank Statement screen (see *Bank Statement*).

Tune-Up Icons



Hint

Reducing ride length increases the number of visitors who can use the ride, although it risks their dissatisfaction. Do this only when a popular ride has a long queue to prevent people from shutting off.

Hint

Don't try and exceed the ride's maximum capacity, as set down on the Purchaser Screen.

Hint

Clicking on the spanner icon instructs a mechanic to go and repair the ride. When there's a man on the job, the mechanic's head appears over the On/Off icon for a brief moment.

When an object in the park has been queried, the Tune-Up Icons on the far right of the Icon Bar are activated. These update you on the status of a ride, shop or member of staff and let you fine tune their performance.

Information – this is the only Tune-Up icon for shops, and the only one common to rides, shops and staff. **Left-click** here for the relevant Information screen (see *Information Screens*). This gives you vital facts about the status of any park utility, and lets you alter certain key factors to maximise profitability.

Tune-Up icons specific to rides are, from left to right:

Timer – the whole hour glass is filled in red. **Right-click** the icon and the sands of time begin to run out, reducing the length of the ride with each click. **Left-click** to increase the length of the ride again when the queue has subsided.

Spanner icon – indicates how safe the ride is. The higher the red bar, the more dangerous the ride. The state of repair of a ride is also affected by the numbers using it and the ride speed.

Rider icon – adjust the number of punters you can cram onto a ride before it starts. **Left-clicks** increase the number of people on the ride, **right-clicks** decrease it when safety levels are being exceeded.

On/Off – turn a ride on or off with a click to this icon with either mouse button. The light changes from green to red when a ride has been stopped. The light is replaced by a mechanic's head when a ride is under repair.

Ride Speed – **right-clicks** increase the revolutions per minute of your rides. If things become a little too exciting for the ride users and your park is in danger of drowning beneath a sea of vomit, retard the ride's speed with **left-clicks** to this icon. Changes to ride speed take immediate effect on the Park Screen.

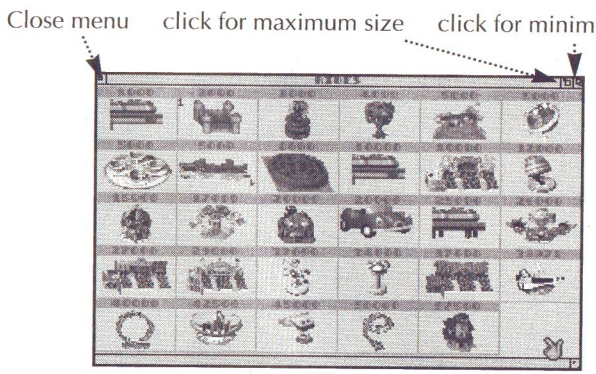
Tune-Up icons specific to staff are:

Pincer icon – **left-click** here and the cursor becomes a set of pincers with the queried staff member attached. You can now reposition them anywhere in the Park Screen with a **left-click**.

Zone Route icons – set a specific route for a handyman to patrol (see *Zoning Staff Icons*).

Repair icon – for mechanics only. **Left-click** this and then **left-click** a ride in need of some attention to send the queried mechanic to work.

Using Quick Menus



There are quick menus for paths, rides, shops, park features and staff. **Right-click** their icon from the Icons Bar for the relevant quick menu.

All the amenities available to you in that category are displayed, along with the cost of purchase. As you highlight an amenity with the cursor, its name appears at the top of the menu. A **left-click** selects the ride, shop, feature or member of staff to be placed, and simultaneously closes the menu.

Resize a quick menu by holding down the **left** mouse button on the bottom right hand corner, and then dragging the menu out to the desired size. To bring the menu up to maximum size, **left-click** the maximise icon top right. To take the menu down to minimum size, **left-click** the minimise icon adjacent to the maximise icon. You can close a menu without selecting an amenity by **left-clicking** the menu's top left hand corner.

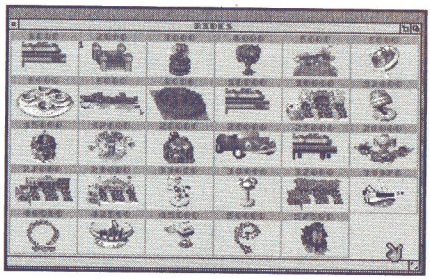
Hint

A plume of smoke indicates when a ride is on its last legs. If you don't respond quickly enough, you could send some innocent punters into orbit – there ain't no smoke without fire!

User-Definable Rides

Hint

Right-click *the first section of track to change the orientation of the entrance. You can* ***right-click*** *as many times as you like to rotate the first section and build your ride in a different direction.*



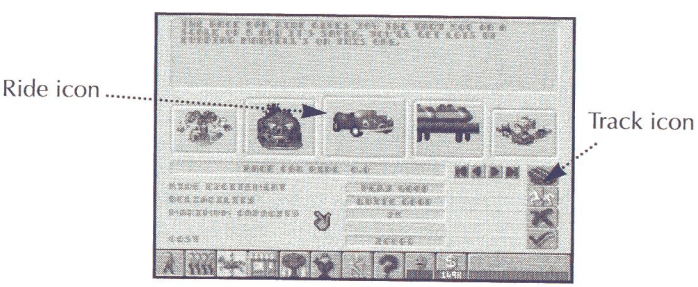
With User-Definable rides you get to design the ride for yourself, rather than just place it in the Theme Park. There are two kinds of User-Definable rides: Raised Track and Flat Track, and they're built using different methods.

Building a Raised Track Ride

Raised Track rides are the Roller-Coaster, Monorail and Big Dipper, all marked on the Quick Menu by carriage icons. **Left-click** the icon in the Quick Menu and the first 5 sections of track appear, complete with entrance booth. A **left-click** locks this first section in place.

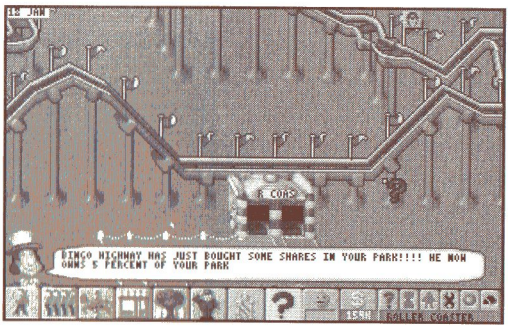
Note: You can't raise or lower the first pieces of any User-Definable ride.

Now scroll around the park and lay down the track with **left-clicks**, almost as if you were laying a path. Create hairpin bends or gentle curves as you see fit until you complete the circuit. Remove any rogue pieces of track that are heading in the wrong direction with **right-clicks**.



Note: If the Year End screen interrupts the construction of a Raised Track ride, you must access the Ride Purchaser screen to complete a circuit of track. Select the Track icon with a **left-click**, and when the action returns to the Park Screen you're then able to finish off your ride.

Adjusting Height



You can adjust the height of the Roller-Coaster and Big Dipper when circuit has been completed. **Left-click** the base of a section of track t elevate it one increment, and continue to **left-click** until it reaches th desired altitude.

Right-click the base of a section of track to reduce height one increment at a time. A **right-click** at the lowest level removes that section altogether.

Note: You can't adjust the height of the Monorail.

Modernising Raised Track Rides

To adjust the height of the Roller-Coaster and Big Dipper after opening, you need to first stop the ride using the appropriate Tune-U icon. You can also Research upgrades for the Roller-Coaster and Big Dipper, but again must stop the ride before you can add them.

Add-ons include loops and corkscrews for the Roller-Coaster and a wat splash for the Big Dipper. When add-ons are complete, they become available from the Quick Menu. **Left-click** its icon, and then move the pointer over the ride. When you reach a section of the ride that can accommodate the add-on, its icon appears. Now simply **left-click**.

Building a Flat Track Ride

The Flat Track rides are the Rubber-Tubing and Race Car ride, which have their own icons. **Right-click** the Rides Icon for the Quick Menu and select the desired ride. When completing a circuit of track you'll notice that the entrance does not come with the first section. You must complete a circuit and then return to the Ride Purchaser an select the Ride icon. Having **left-clicked** the Tick icon, action returns to the Park Screen and you can place the entrance booth as normal.

Note: When connecting any User-Definable ride to the paths network, it's important to remember that the entrance to the ride is on the right, and the exit the left – you don't want people walking into one another as they try to get on and off your expensive new star attraction!

Ride Cost

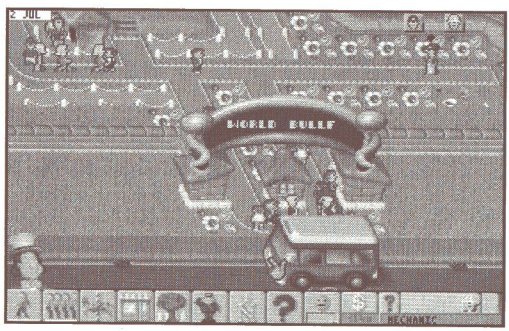
The cost of User-Definable rides is calculated according to the number of sections of track used to complete the circuit, and the height to which the track is elevated.

The current cost of the ride is displayed in the text bar beneath the Tune-Up icons. Keep an eye on this figure and make sure you have the budget to cover it. Only when you open the ride to the public is the final price fixed. So you can add and take away, raise and lower sections of track to your heart's desire but are charged only for the final number used in the ride.

Open for Business

Hint

Don't just open the park as soon as you've laid the first path. It might seem an attractive proposition to start earning money immediately, but you only end up chasing after visitors, hurriedly laying paths and setting up rides. Customers are annoyed by the lack of facilities, and the bad word of mouth is hard to live down.



When your rides, shops and other amenities are ready and you want to start making some money, open the park and let the people flood in.

To open your Theme Park either:

Left-click the park entrance (in Query or pointer modes only).

or

Press **O** on the keyboard. Press **O** again to close the gates.

or

Use the Park menu in the Menu Bar at the top of the screen (see *Using the Menu Bar*).

To pause the game:

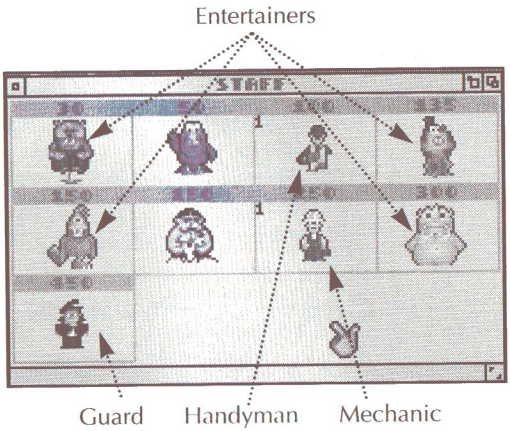
Press **P**

Chapter 4:

People In The Park

The people that swarm around your Theme Park are divided into two basic groups: staff and customers. There's one vital difference between the two – you pay the former, while the latter pay you.

Staff



Staff are divided into four categories; entertainers, handymen, mechanics and guards.

Entertainers

These are Teddy Man, Shark Man, Squid Man, Strong Man, Chicken Man and Rhino Man. It must be sheer hell inside one of those suits and not easy to keep smiling, but that's exactly what their job entails. The more entertainers you have, the more enjoyment customers get from their visit – kids especially love them.

Handymen

These are the guys who keep the park tidy. If you're after the most attractive park award they mow the grass, and keep the place from being labelled a health hazard by picking up burger wrappers, cola cups and other assorted litter. Crucially, handymen also keep the toilets spick, span and fit for human occupation.

Mechanics

When a ride malfunctions it's going to become a danger unless there's a mechanic to fix it. They are responsible for maintenance of all the rides, and cordon off any sub-standard attraction before setting to work fixing it, blow-torch in hand.

Hint

The more your staff are paid the more enthusiastically they work for you, so the worst member of staff is always the cheapest. If you want your park to be the best, don't be a cheapskate when it comes to hiring staff.

Hint

When it's raining, entertainers hand out umbrellas to customers to stop them rushing off home, so group them around the park entrance during inclement weather.

Hint

Zoning the routes of handymen lets you use them more efficiently (see Zoning Staff Routes).

Hint

It's extra important to look after your rides, because if the worst happens and one actually explodes, not only are the people using it sent into low orbit (and after that, they're likely to sue) but land damaged by the exploding ride can't be re-built on afterwards.

Fail to have enough mechanics and your park soon gets a reputation for unreliability, damaging visitor numbers and gate receipts. Mechanics can be difficult to motivate into responding quickly and are often at the centre of any industrial dispute, but they're essential to the smooth running of your Theme Park.

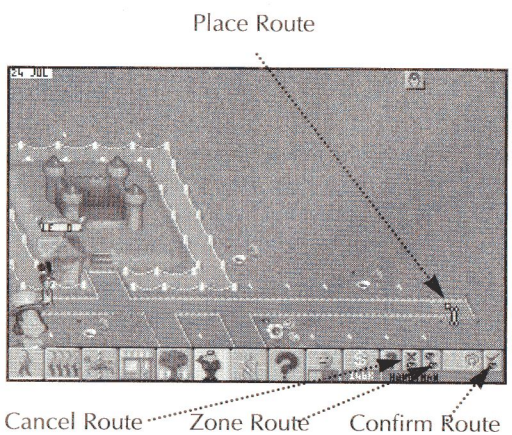
To repair a ride:

Query a mechanic and **left-click** the Repair icon from the Tune-Up icons; the cursor becomes a spanner. Now **left-click** the broken ride and watch as a highly-skilled mechanic rushes to repair it. You can also Query the ride itself, and then **left-click** the Spanner icon from the ride Tune-Up icons.

Guards

You may think everything is going to be sweetness and light in your Theme Park, but think again. If you're lucky enough to be so successful that customers pour in, you're going to need someone to take care of crowd control, re-directing lost visitors onto the right path. If you're unlucky and attract the wrong crowd, these are the guys responsible for forcibly removing troublemakers from the premises.

Zoning Staff Icons



You can leave your handymen to meander around the park willy-nilly, but don't be surprised if they're not where you want them at some crucial moment. Instead, zone the routes patrolled by handymen to make the most of the money you're paying them.

To zone routes:

After employing a new handyman, **left-click** the Zone Route icon from the Tune-Up bar; the Place Route and Cancel Route icons appear in the Tune-Up bar. Now, **left-click** the Place Route icon and the zoning highlight appears. Highlight additional sections until the required route has been covered, and then **left-click** Confirm Route.

To undo any zoning either now or at a later date, simply highlight the zoned area as above and then **left-click** Cancel Route.

Staff-Check Icons

Use the Staff-Check Icons in the top right of the Park Screen to keep an eye on your employees. There's a Staff-Check Icon for each category of employee within the park except for guards, who remain static and so can't wander off.

Left-click to zoom the park view to the nearest staff member in that category; repeated **left-clicks** let you check up on all of them.

Customers

The whole point of all this effort is to attract as many customers to your park as possible, and to make sure that they're having such a good time they don't notice how much money they're spending on rides, refreshments and souvenirs.

Customers come in all shapes and sizes, but you can alter the age range of the people attracted to your Theme Park. The bigger and faster the thrill rides, the more youngsters are going to appear, but if you make the rides too death-defying, a rabble of thrill hungry bikers could move in. On the other hand, if the rides are more sedate you begin to notice white hair and walking frames among the park's visitors. (For details on adjusting ride speed, see *Tune-Up Icons*.)

Hint

Remember that you can't have too clean a park. You need to hire a handyman for every two or three shops that you open.

Hint

When the Research icon appears beside the Staff-Check icons and a bell rings, it means that research on a new item has been completed. ***Left-click*** *this icon for Information on the new amenity.*

Hints

Hell's Angels are attracted to parks with a bad reputation for cleanliness and no guards, so to avoid problems with them keep your park up to scratch.

Thugs

When you see a bike load of heavies heading for the park, prepare for a rough ride. They do everything possible to ruin the day for the rest of your customers. They pop balloons, steal food, beat up entertainers and smash rides. Leave them too long and they get in touch with their Hell's Angel pals and before you know it, the park's overrun.

The only way to rid the park of this nuisance once it's arrived is to hire some guards to forcibly eject troublemakers from the premises. However, it's no use just stationing guards at the park entrance as thugs can only be thrown out once they've committed an offence.

Consumer Association Reps

If your park is developing a bad reputation, whether it be for high prices or poor quality, spies from a consumer association infiltrate to check the place out. They can be spotted by a sharp-eyed park owner by the official consumer association clipboards they refer to as they exit every ride. To beat the rap, make sure all the shops and rides they use are reasonably priced and in perfect working order. That way they eventually leave the park satisfied.

For information on recognising and responding to your customers' demands, see *Using The Park Status Screen.*

Chapter 5:

Purchaser Screens

There are Purchaser Screens for Rides, Shops, Staff and Park Features. **Left-click** the relevant Control Bar icon, or access the Park Menu (see *Park Menu*) to bring up Purchaser Screens.

Ride Purchaser

For detailed information on a ride, take time out to study the Ride Purchaser.

Single **left-clicks** to the Scroll icons take you forward and back through the rides one at a time. **Left-click** the Fast Scroll icons to zoom to the first and last rides in the list. The ride in the central window has its details displayed in the text box.

The Ride Purchaser tells you:

Ride Name & Version Number.

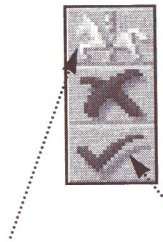
Ride Excitement – boost this for extra thrills or slow it down and ensure reliability.

Reliability – the less reliable the ride, the more often it's going to be shut down for costly repairs.

Maximum Capacity – the more potential users, the shorter the period spent queuing and the happier your customers are kept.

Ride Cost – anything from 2,000 to 200,000. The cost of a ride is deducted at the month end, so if you change your mind and remove a ride before a month is up, you don't pay a penny.

Purchaser Screen Icons



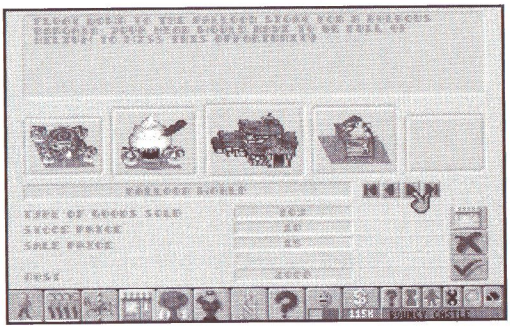
Running down the right hand side of the Purchaser Screen are various icons. **Left-click** any one for further details.

Ride icon – a **left-click** takes you to the Rankings screen, where all your current rides are ranked and rated (see *Rankings Screen*).

X icon – return to Park Screen without picking the selected ride.

Tick icon – returns you to the Park Screen with the chosen ride attached to the pointer.

Shop and Side-Show Purchaser



This contains much the same information as the Ride Purchaser, and is operated in exactly the same way. However, it has different categories of information:

Type of goods sold – burgers from the burger stand, fries from the fries stand, novelties from the novelty shop. Get the idea?

If the highlighted shop is a side-show, this category is Addictiveness.

Stock price – the cost to you of the stock held by the shop.

If you're eying a side-show, this category tells you the value of the prize.

Sale price – the price at which you sell stock to the public. The difference between these two is your profit margin.

Stock Control Bar – the amount of stock currently held by the shop, and how much is on order.

Cost – what the shop or side-show will cost you to open in the first place.

For your delectation, here's a list of all the shops which could eventually be available after sufficient investment in Research (see *Research Department*):

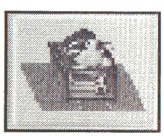
The shops with an asterisk (*) beside them need to be restocked at the Stock screen from time to time (see *Stock Screen*).

Arcade	Duck Shoot	Race Track
Balloon world	Gift Shop	Saloon
Big Time burger*	Gun Shoot	Steak Restaurant
Big Time fries*	Ice Cream Stall*	Tin-can Alley
Coconut Shy	Novelty shop	Toy land
Coffee shop	Pokey Cola*	

Hint

The key to maximising profit from food and drink shops is the adjustable category each one contains. Check out the Information screen section for details.

Side-Shows

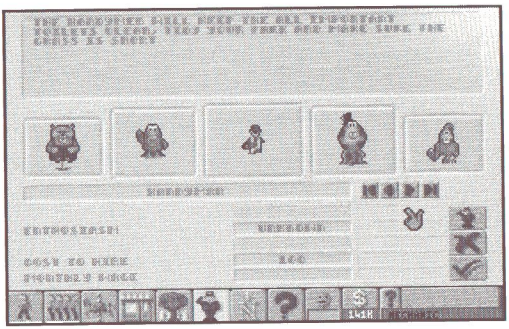


Hint

To offset any disappointment customers might feel at the slim chances of victory, increase the value of the prize offered.

If you're not careful you could end up paying through the nose for your side-shows. But in the finest traditions of showmanship, you can also cheat and turn them into nice little earners. To do this, reduce the probability of a punter winning at the Information screen. This increases the amount of glue keeping the coconuts in their shy, and adds a few nails to the bottom of the cans in tin can alley (see *Information Screens*).

Staff Purchaser



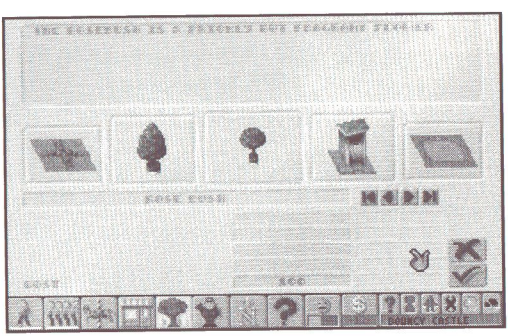
On the Staff Purchaser information includes:

Enthusiasm – rated in various categories. The lower the rating, the more likely your staff are to down tools and call a strike. Low wages and poor conditions are the factors which effect worker morale.

Cost to hire – present cost of hiring a staff member from a given category, 0-1000.

Monthly wage – you pay to hire them, and then they want wages every month too! Is it any wonder you're losing your hair – they're bleeding you dry.

Features Purchaser

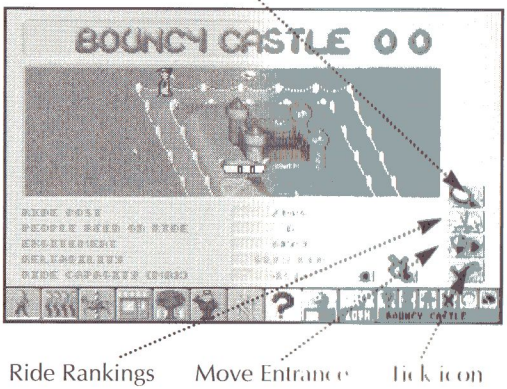


Only categorises Park Features according to the different costs involved.

Here's a list of all the Park Features with which you can eventually decorate your Theme Park (once enough money has been spent on Research):

Apple tree
Birch Tree
Boggy Crapper
Castle wall
Centre fountain
Lake
Lamp Post
Oak tree
Orange tree
Outhouse
Palm tree
Pine tree/lamp
Privet hedge
Rose bush
Spooky tree
Super Toilet
Tropical bush
Tree stump fence
Weeping tree
White fence

Information Screens



Left-click the Information icon from the Tune Up bar and the relevant Information Screen appears. There are Information Screens for all rides, shops, the various toilets, staff and customers.

Ride Information Screen

The categories of information available are:

Ride Cost – the amount each park visitor has to cough up to use the ride.

People Been On Ride – the total number of park visitors who've used the ride. If it's a popular item, it might be worth buying another one.

Excitement – a thrill or a bore? Here's where you find out the score.

Reliability – assess how much work you can get from a ride before it needs repair.

Ride Capacity – increase or decrease this as you see fit with **left-clicks** to the up or down arrows.

The icons on the right of the Ride Information Screen are:

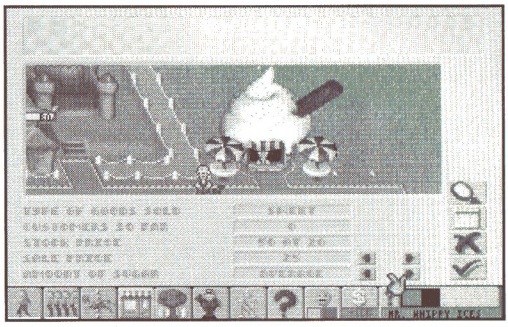
Go To icon – **left-click** here to centre the Park Screen on the Queried ride.

Ride Rankings – **left-click** for the Ride Rankings screen, where you can compare the performance of your park's rides (see *Rankings Screens*).

Move Entrance icon – reposition the entrance to a ride by **left-clicking** this icon. The view returns to the Park Screen, where you can more effectively place the ride's entrance and exit.

Tick icon – **left-click** this and it's back to the Park Screen.

Shop Information Screen



Query a Shop and the Tune-Up icons are replaced with a bar showing the volume of stock remaining – the less green on show, the lower the stock volume.

At the Shop Information screen can find out:

Type of goods sold – to be frank, it should be pretty obvious from the name of the shop.

Customers so far – just how popular are those burgers, fries, novelties, etc.

Stock price – when you still have some stock, the two figures tell you the number of items and what each cost you. When you're all out, you're just given the unit cost for replacement stock.

Sale price – raise or lower the cost to the consumer with **left-clicks** to the left or right arrows.

Food shops also have a unique category which allows you to alter food quality in the quest for greater profits. These are:

Big Time Burger – increase the amount of fat in the burgers to reduce your costs. As the burgers are less filling, you might benefit from repeat purchases, or customers might find them so revolting they'll refuse to buy another on principle.

Big Time Fries – pour extra salt onto fries and improve drinks sales.

Pokey Cola – more ice means less cola in the carton, and lower overheads.

Ice Cream Stall – Increase the amount of Sugar in the ice cream to attract the kids and keep them coming back for more.

Coffee shop – hike up the amount of caffeine in your coffee to give drinkers a buzz and get them moving around your Theme Park more quickly.

The icons on the right of the Shop Information Screen are:

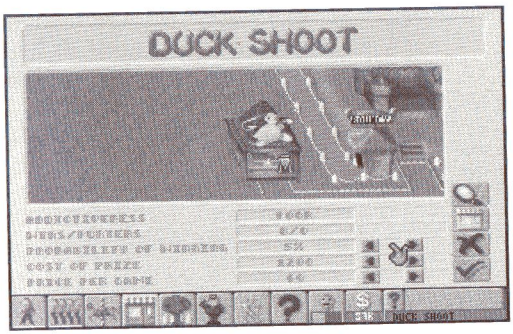
Go To icon – **left-click** here to centre the Park Screen on the Queried shop.

Shop Rankings – **left-click** for the Shop Rankings screen, where you can compare the performance of your park's shops (see *Rankings Screens*).

X icon – return to the Park Screen without taking into account any adjustments.

Tick icon – return to the Park Screen with adjustments intact.

Side-show Information Screen



Side-shows have separate categories of information:

Addictiveness – will the punters keep coming back for more? Find out here.

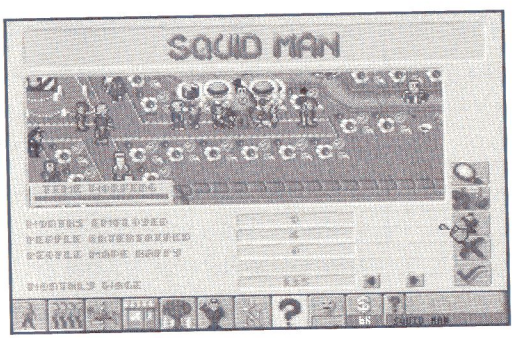
Wins/punters –the number of people who've played who've been winners.

Probability of winning – **left-click** the left or right arrows to increase or decrease the chances of a win.

Cost of prize – combine with the probability factor, and decide between lost of little wins or a few big wins. **Left-click** the arrows to adjust this figure.

Price per game – a really addictive side-show can be a nice little earner, especially if you raise the price to an unacceptable level. **Left-clicks** do the trick.

Staff Information Screen



The categories of information available here are:

Months employed – how long has this dead-beat been on the payroll?

Monthly wage – adjust this by **left-clicking** the up and down arrows.

The icons on the right are:

You're fired icon .....

Go To icon – **left-click** here to centre the Park Screen on the queried staff member.

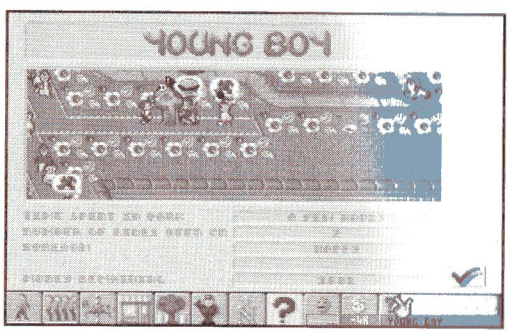
You're Fired icon – show ineffectual workers the door, and give them a helping boot through it, by **left-clicking** this icon.

Staff Rankings – **left-click** for the Staff Rankings screen, where you can compare the performance of your park's employees (see *Rankings Screens*).

X icon – a **left-click** here puts you back on the Park Screen, ignoring any changes made.

Tick icon – **left-click** this to return to the Park Screen, where all adjustments take immediate effect.

Customer Information Screen



At the top of the screen is the (often unflattering) customer name. The information available on each punter is as follows:

Time spent in park – hours, minutes or days? The longer, the better.

Number of rides been on – if the number's is low, it's because the rides are too full or difficult to get to.

Boredom – this is key. If there's one place on Earth you expect to be wide-eyed with excitement, it's a Theme Park. If your customers aren't, it's time to act.

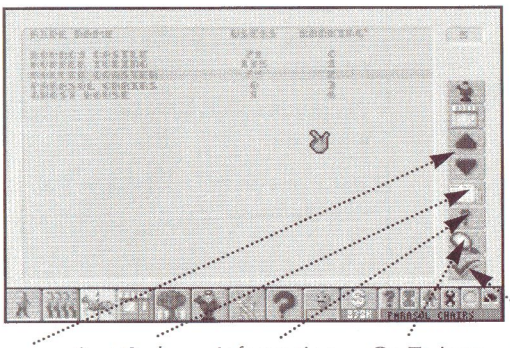
Money remaining – customers can arrive with up to 2,000 burning a hole in their pocket. Don't let them leave with much of it remaining.

Tick icon – **left-click** this to return to the Park Screen.

Hint

When you query a customer and they still have plenty of cash left, respond to their immediate thoughts (see Thought Bubbles) and milk them of every penny.

Ranking Screens



Left-click the appropriate Ranking icon on the Information screen for the Ranking screens.

Ride Rankings

Here all the rides in your park are listed and rated.

Ride Name – the name of the ride. Duh.

Users – number of punters that have used the ride.

Ranking – rated according to popularity among the park's visitors.

The icons on the right hand side of the screen allow you to switch between ride, staff and shop information.

Left-click up and down arrows to scroll through the list.

Left-click Sort Order to rank rides, shops and workers according to profitability.

Left-click the Information icon and it's back to the Information screen.

Go To icon – highlight a ride, etc. from the list and then **left-click** here to jump to this ride on the Park Screen.

Left-click the Tick icon and you're back in the park.

Staff Rankings

On the Staff Rankings screen workers are rated according to:

Working – how hard a member of staff is working. As with all percentages, it's 0-100%.

Wage – however little you're paying them, you're going to think it's too much.

The icons on the right of the Staff Rankings screen work as per the Ride Rankings screen.

Shop Rankings

This ranks shops according to:

Shop Name – not a tricky one this.

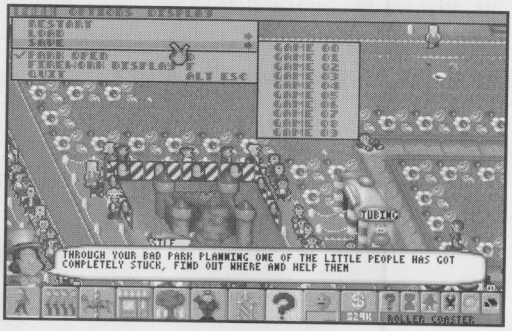
Profit – which of your retail outlets is making you the most money.

Sales – volume of sales. If you're still only turning a tiny profit, it's time to increase prices.

Takings – the amount of cash the tills have rung up.

The icons on the right of the Shop Rankings screen work as per the Ride Rankings screen.

Chapter 6: Using the Menu Bar



The game date is constantly on display in the top left corner of the Park Screen, but the top of the screen also hides the Menu Bar. To activate this, move the cursor to the top of the screen and **right-click**. Three menu options are revealed: Park, Options and Display.

The Park Menu

With the Menu Bar activated, **left-click** Park for the Park Menu, highlight the chosen option with the cursor and then **left-click**. The Park Menu options are (key commands in brackets):

Restart

Got off to a really bad start? Restart the game with this option and you're returned to the Park Screen.

Load

Highlight Load and the Saved Games window opens. Scroll down with the mouse to highlight the game you want to resume, 0-9. **Left-click** and the Theme Park saved to that slot immediately re-opens for business.

Save

Highlight Save and the Slot window opens. Scroll down with the mouse to highlight a vacant slot, 0-9. **Left-click** now and all your hard work is safely preserved until later.

Hint

Remember that fireworks cost you money like everything else. Don't leave the display to run and run because as the fireworks become more spectacular so they cost you more money.

Park Open (O)

Left-click Park Open, the main gates spring aside and the punters flood in.

Firework Display (F)

Left-click to light up the night sky over your Theme Park with spectacular fireworks to pull in the crowds.

Quit (Alt-Esc)

To Quit the current game and return to the Main Menu, highlight Quit and **left-click**.

The Options Menu

A tick indicates which options are active.

Sound FX

Scroll down to highlight Sound FX and then **left-click** to toggle ON or OFF.

Music

Scroll down to highlight Music and then **left-click** to toggle ON or OFF.

Advisor (forward slash)

You can turn off the Park Advisor by pressing **forward slash** on your keyboard. Alternatively, highlight Advisor from the Park Menu and **left-click**.

Auto Buy Bus (Shift B)

Researching facility upgrades provides you with bigger buses, but you still need to purchase the new model when it's made available. Either **left-click** on the old bus to achieve this, or make sure this option is activated.

Sandbox/Sim/Business

You can switch to an easier or more difficult version of the game at any time. However, every time you drop a skill category you lose 10% of your bank account. And just in case you were wondering, there's no subsequent increase in your bank account should you move up a level.

Game Speed

Is all this frantic activity becoming a little too much? Highlight Game Speed, scroll right and **left-click** Slow. Is the action just not coming thick and fast enough for you? Highlight Game Speed, scroll right and **left-click** Fast, or even Ultra if you're barmy enough. To return the game to normal speed, select Normal.

The Display Menu

Use this to toggle between screen modes and access all of Theme Park's Purchaser screens.

Toggle Screen Mode (R)

Highlight Toggle Screen Mode with the cursor and **left-click** to switch between normal and high-resolution modes.

Ride Purchaser

Highlight Ride Purchaser with the cursor and **left-click**. The Ride Purchaser screen appears (see *Purchaser Screens*).

Shop Purchaser

Highlight Shop Purchaser with the cursor and **left-click**. The Shop Purchaser screen appears (see *Purchaser Screens*).

Scenery Purchaser

Highlight Scenery Purchaser with the cursor and **left-click**. The Scenery Purchaser screen appears (see *Purchaser Screens*).

Staff Purchaser

Got the idea by now? Highlight Staff Purchaser with the cursor and **left-click**. Lo and behold, the Staff Purchaser screen appears (see *Purchaser Screens*).

Shop List (F5)

Highlight Shop List with the cursor and **left-click** for a look at all of your Theme Park's shops.

Ride List (F6)

Highlight Ride List and **left-click** for a list of all the park's rides.

Staff List (F7)

Highlight Staff List and a **left-click** brings up a list of all the good folk you have working for you.

Park Map

Want to enjoy the kind of view only a.) a bird or b.) someone looking through the wrong end of a telescope from a hot-air balloon would normally enjoy? Highlight Park Map from the Display Menu and give the left mouse button a good click. Alternatively, simply **left-click** the Park Map icon from the Icon Bar.

Bank Requester

Highlight Bank Requester and **left-click**. The screen that appears is identical to the one that pops up by **left-click**ing the icon conveniently situated in the Icon Bar at the bottom of the screen.

Bank Statement

You can also access this by **right-clicking** the Bank Requester icon from the Icon Bar.

Park Status

As well as using the icon in the Icon Bar, you can also access the Park Status screen by highlighting this option and **left-click**ing.

Stock Screen (Shift-S)

Instead of accessing the Stock Screen via the Park Status screen, you can go direct by highlighting this Display Menu option and the clicking the left mouse button.

Research Department (N)

Similar to Stock Screen in that a **left-click** to this option allows you to enter the Research Department without opening the Park Status screen.

Game

Left-click here to return to the fun on the Park Screen.

Stock Market (Control-S)

To leap straight into action on the Stock Market without the necessity of going through the Bank Requester, highlight this option and **left-click**.

World Map (M)

Take a look at the World Map by **left-click**ing here.

Make Things Tiny (Shift-T)

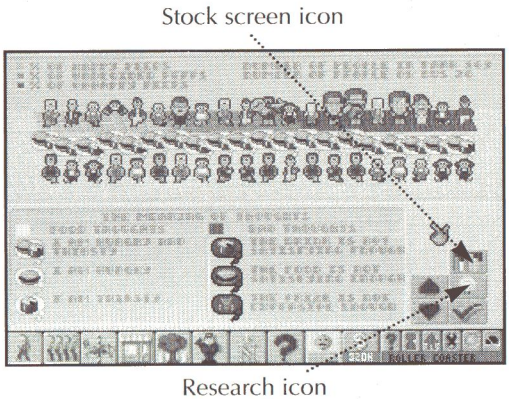
Left-click this option and reduce the size of everyone and everything in your Theme Park to Lilliputian dimensions. It's kind of fun, and actually has a useful function, allowing you to accurately place rides, shops and staff in the park when things have become congested.

Chapter 7:

Developing Your Park

It's not as if you haven't enough to be going on with at Sandbox level (see *Your Player Details*), but Sim level introduces a whole new set of challenges. Now you're required to control the development of your park, responding to consumer needs and controlling spending on stock and research. There are tricky negotiations with staff and suppliers to conduct – mess those up and it could cost you.

Park Status Screen



The Park Status screen is key to understanding the needs of your customers, and if you don't keep them happy your park isn't going to last too long.

To access the Park Status screen:

Left-click the Status icon from the Icon Bar.

Using the Park Status Screen

At the top of the screen are two rows of little peeps. The back row shows the % of happy visitors, the % of undecided visitors and the % of unhappy visitors, with a key to the different colours. When more people leave your Theme Park dissatisfied than happy, take it from me you're in a heap of trouble.

You are also told the number of people in the park, and the number due to arrive on the next bus.

Thought Bubbles

The front row shows the thoughts of the park's visitors. Beneath this is a key to what each thought bubble means. To scroll through the list, **left-click** the up and down arrows.

Here's a complete listing of all the thought bubbles and their meanings:

Food thoughts (yellow)

I am hungry and thirsty

I am hungry

I am thirsty

I am not hungry or thirsty

I am not hungry

I am not thirsty

Looking for (green)

I am looking for the exit

I need to go to the toilet

Info thoughts (pale blue)

I am still eating something

I am still drinking something

I have already got that toy

I am making my way to the exit

I do not have much money left

I have been on many of your rides

I have been on all of your rides

It is nearly time for me to go home

Hint

A good Theme Park operator responds to his customers' needs – it's only good business. Visitors to your park give signals to show their level of satisfaction or frustration. If they're AOK, you'll see it in a hand signal. One signal to pay close attention to is yawning. If park visitors begin to yawn, it's a clear sign that they're not being entertained – and after all, entertainment is what they've come for. Build some new rides, beef up the ones you already have, but do something before bad word of mouth destroys attendance figures and your park's reputation.

Bad thoughts (grey)

The drink is not satisfying enough

The food is not satisfying enough

The prize is not expensive enough

There is not enough chance of winning

The price is too high

You are making too much profit

There is far too much litter around

Feelings (white)

I am happy

I am feeling okay

I am unhappy

I am getting tired of walking

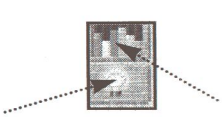
I am getting bored

Full thoughts (dark blue)

I cannot eat or drink another thing

I cannot eat another bite

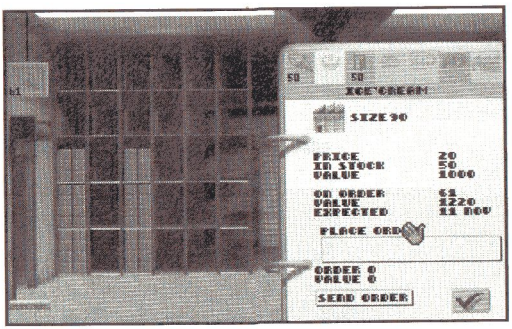
I cannot drink another drop



Use the icons on the right to access the Research and Stock screens with a **left-click**.

To return to the Park Screen, **left click** the Tick icon.

Stock Screen



Not to be confused with the Stock Market, this is where you purchase all the stock for your shops.

To access the Stock Screen:

Open the Park Status screen.

Next, **left-click** the Stock Screen icon and you're in the warehouse ready to fill it to the brim with goodies.

At the top of the order form are the categories of stock available. These are: ice cream, fries, cola, burgers, beer and steak. The figure under each icon is how much remaining stock you have in the warehouse in that category.

To place an order:

Left-click the category of stock you need. Price per unit, amount in stock and purchase volume figures change accordingly.

Adjust the volume of your order by clicking on the Place Order bar. The number of units in the order and the volume of order figures below the bar update automatically.

Left-click Send Order to confirm purchase.

It takes a little while for stock to arrive. As the pallet is lowered into the warehouse, don't change the order. If you do, the current order is cancelled and you're back to square one waiting for the new shipment. By that time the cupboard could be bare, your customers might go hungry, and you're certainly going to miss an opportunity to make some moolah.

All stock purchases are placed in the appropriate section of the warehouse; when the boxes reach the ceiling there's no room for any more stock in that category. Don't order too much stock as you're charged for any over-capacity and the goods purchased are left to rot if there's no room for them. Remember, though, that you can increase warehouse capacity by researching facility upgrades (see *Research Department*).

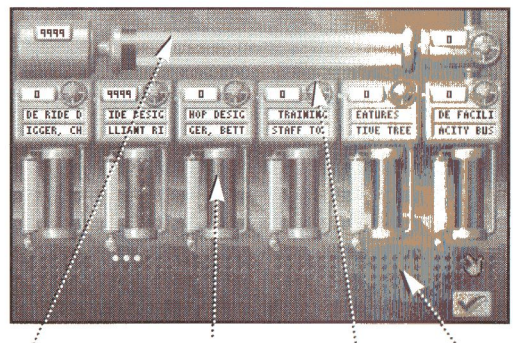
Note: The only item of stock you don't have to buy is coffee, of which you have an inexhaustible supply.

When you're done ordering stock, **left-click** the Tick icon to return to the Park Screen.

Hint

In the full business game you won't get any new rides unless you pump money into Research. And how are you going to hold your head up among your fellow Theme Park owners with only a Bouncy Castle and a couple of slides in your park?

The Research Department



The secret laboratory of your Theme Park's Research Department is where you inject much-needed cash into developing more amenities for your park. New attractions are the life blood of any Theme Park, so unless you invest you're soon going to fall behind in the thrill stakes. But research isn't only about the big rides; you can invest in everything from new shops to better lavatories and bigger buses to bring the punters to your door. They're all vital to the success of your park.

To access the Research Lab:

Left-click the Research icon on the Park Status screen or press **N**.

Funding Research

Adjust the amount of juice with the Research Pump.

Left-click along the length of the pump to alter the amount of red stuff in the tube, or click and hold the **left** mouse button then drag the plunger up or down. You can also **left-** or **right-click** on the centre of the wheel to move the plunger in and out and fine-adjust the amount of juice.

The figure on the left shows the amount per month you're investing in Research – it changes as you alter the volume of juice.

The figure on the right is the amount you have remaining to distribute among the Research Vats. The two amounts are the same until you actually start doling out the dosh.

Hint

Keep an eye on the amount you spend on research, as the money invested is deducted from your bank account every single month. And at a maximum of 10,000 a time, it soon adds up!

Research Vats

There are six Research Vats, all thirsty for cash. To divert money from the Research Pump into the vats, **left-click** along the length of the vat, or use the valve.

The six Research Vats are for:

Upgrade Ride – Spend your money improving the rides already in the park.

New Ride Design – Invest in completely new ways to scare the living daylights out of visitors to the park.

New Shop Design – Invest in completely new ways to wring every penny out of visitors to the park.

Staff Training – Are your staff sullen? Disorganised? Lacking in motivation? Improve the service they offer to customers by pouring money into this Research Vat.

New Features – Say "goodbye" to the outhouse and "hello" to the Super Toilet. You can also develop more exotic plant life by spending money here.

Upgrade Facilities – Enlarge your warehouse to benefit from the economies of scale you achieve buying in bulk, and get some bigger buses to bring in the crowds.

The Research Barometer attached to each vat shows how close the items being researched are to completion. The more white on show, the nearer you are to a breakthrough.

The Research Graph beneath each tank fills up with small white dots. When the whole graph has turned white, you've achieved the maximum level of Research possible from that vat. However much more you spend, enhancements have come to an end.

Hint

When ride upgrades are complete, you'll notice the version number has gone up on the Ride Information screen. The maximum version number for each ride is 6.0.

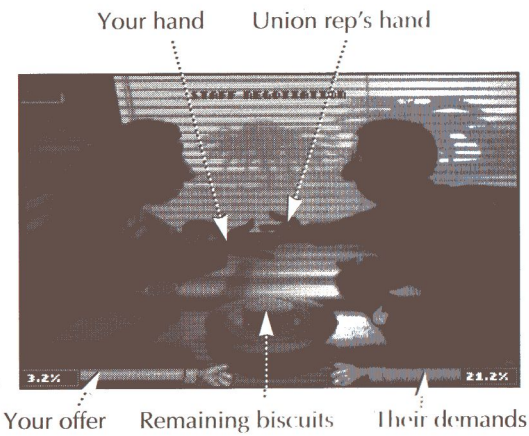
Leaving Research

To exit the Research Department and leave the boffins to get on with it, **left-click** the Tick icon and it's back to the park.

Negotiation Screens

You must negotiate with staff to settle industrial disputes, and with suppliers to decide the cost of stock. These negotiations occur when the Negotiation screens appears. The more staff and shops you have, the more regularly you need to enter into negotiations for goods and services.

Staff Negotiations



As in the real world, sometimes all is not well between Theme Park management and the workforce. If your park's a hit, staff may want rewarding for helping you to build a successful business. And if staff numbers are low causing over-work, anxiety and stress among the few whose wages you *are* willing to pay, they strike for better conditions.

You sit on the left, across the table from the Staff Union organiser. You both need to shake hands over a new pay deal, tentatively extending a hand across the table as you talk. However, you must come to an agreement before the biscuits run out or the negotiations fail, putting the success of your Theme Park in jeopardy.

To raise your offer:

As the seconds tick rapidly away, **left-click** ahead of the outstretched hand to raise your offer a single percentage point at a time.

Note: Don't raise your offer too quickly or by too much. The Union man can smell fear on you like cheap aftershave and won't drop the workers' pay demands a single penny. Take it slow and don't lose your head.

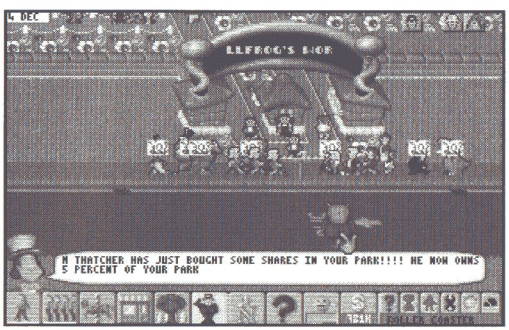
To lower your offer:

Left-click behind the outstretched hand to reduce your offer a point at a time.

Make, break or strike

If you're bargaining is successful, an onscreen message informs you of how much the union took you for, and the new monthly wage figure for each category of worker.

Left-click now to return to the Park Screen.



If you fail to make a settlement, the Negotiations Failed message appears. Click the left mouse button and the action returns to the Theme Park screen, where your staff leave en masse via the main gate and picket anyone attempting to enter. It's not the best publicity for your park, and when a ride malfunctions or the litter mounts up you're going to start losing money hand over fist. Far better to make a wage settlement while you can.

Goods Negotiations

Goods Negotiations are performed in exactly the same way as Staff Negotiations and the penalties for failing to make a deal are just as severe. Unless both parties leave the table happy before the biscuits have all been dunked and munched, no goods are delivered to your Theme Park's shops!

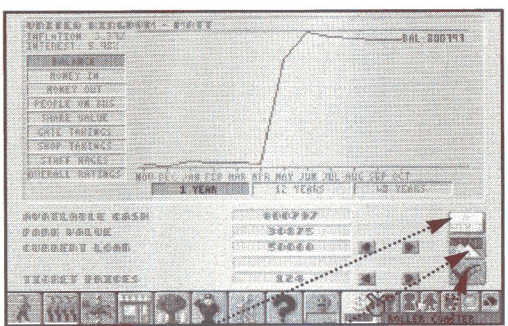
Note: Every time you fail in your negotiations, the asking price for goods goes up by 10%.

Chapter 8:

The Financial Sector

Choose Full from the Your Player Details screen (see *Your Player Details*) and enter the Financial Sector. The full burden of responsibility for every financial transaction made on behalf of the Theme Park now falls to you. This not only means regular checks on your bank balance and bank statements, but you're also going to get your feet wet dealing in shares. There are profits to be made, but there's also the chance of your precious Theme Park being bought right out from under you.

Bank Requester Screen



Statement Screen Shares Screen Tick icon

Regular visits to the Bank Requester screen, however daunting, are essential to the effective financial control of the Theme Park. You may have had unpleasant experiences at the bank, sat in an uncomfortable leather chair while the beady eye of the man who holds the purse strings bears down on you. But fear not – the Theme Park bank manager is cut from very different cloth. He puts you in touch with the financial realities in no uncertain terms (and the grimmer the reality, the less uncertain the terms become), but he also gives you invaluable advice that could save your park and keep you solvent.

Using the Bank Requester screen:

Left-click the Bank icon from the Icon Bar for the Bank Requester screen.

The graph shows your park's bank balance, based on overheads against income. Listed next to the vertical axis of the graph are the different financial results that can be looked at. Along the horizontal axis are increasing time periods that allow a long term financial forecast 1, 12 and 48 years ahead. **Left-click** a box to add information to the graph. **Left-click** again to remove information.

Beneath the graph are listed:

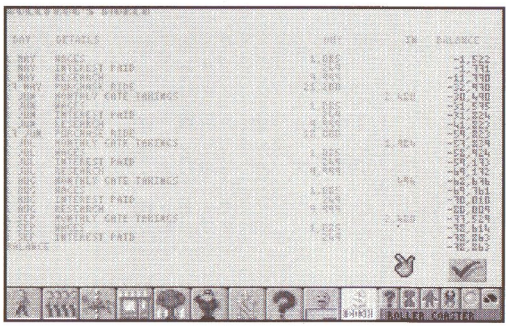
Available cash – the money you have instantly available for new rides, shops and staff.

Park Value – the market worth of your Theme Park once the current price of all the shares has been evaluated. When you begin Theme Park this figure is (not surprisingly) zero.

Current Loan – increase the amount you owe the bank with a **left-click** to the up icon. If you're feeling a bit flush and park profits have increased, you may want to reduce your loan and cut down on interest payments. **Left-click** the down arrow and the loan figure drops accordingly.

Ticket Prices – the mainstay of your park's profitability. **Left-click** the up or down arrow to raise or lower them. The Park Advisor gives hints on when to do this.

The icons to the right of the graph are as follows:



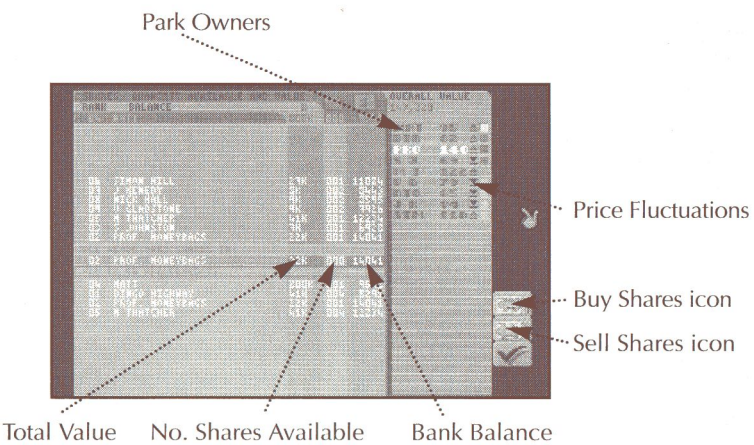
Statement – **left-click** here for a look at the Statement Screen. This doesn't just say 'you're Park's doing rubbish', or anything like it. Instead the Statement Screen gives you a breakdown of every financial transaction made during the previous month. It makes interesting reading. When you've seen enough, **left-click** the Tick icon to return to the Bank Requester.

Shares – **left-click** here to join the bulls and bears on the financial market at the Stock Market (see *Stock Market*).

X icon – **left-click** this to return to the Park Screen without taking any of the adjustments you've made into account.

Tick icon – returns you to the Park Screen, where any adjustments come into immediate effect.

Stock Market



At the Stock Market you can buy shares in other parks, take advantage of their success and use any profits from your share dealings to build up your own park. You can also defend your Theme Park from unfriendly take-over bids by rival park owners; if someone is getting far too large a chunk of your park, get bullish on the Stock Market and see them off. Remember, the more shares in your park that get bought up, the more of your hard earned profits are lost paying dividends.

Left-click the Shares icon on the Bank Requester Screen to get involved in some financial wheeler-dealing.

On the right of the Shares Statement is a list of all the park owners. The arrow by each name indicates whether the share price is rising, falling or static. A yellow page means that shares are available, a white page that you already own shares in a park, and a red page that this park owner has shares in your park.

Left-click a name and details are displayed on the Shares Statement. The central bar shows the park owner name and figures for bank balance, the availability of shares and their total value. Above this on the green half of the screen are the names and financial details of those who own shares in this park. Below this on the pink half of the screen are the details of shares owned by the highlighted park owner.

Buy! Buy! Buy!

Choose an attractive prospect from the list of park owners on the right and **left-click**; details appear on the shares statement along with the number of shares available and their total value. If there are shares available, **left-click** the Buy Shares icon once for each share you wish to purchase.

Notice how your own details are added to the list of Share Owners (or updated if you already have shares in this park) on the top half of the Shares Screen.

Sell! Sell! Sell!

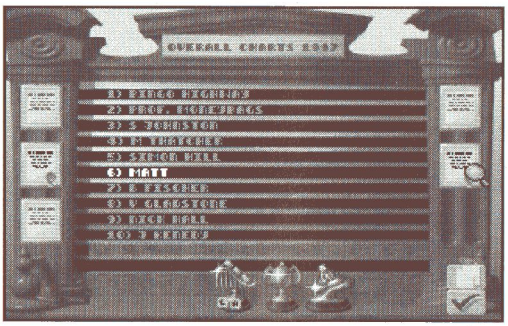
Choose a name with a white page by it from the list on the right; details appear in the central box of the shares statement. Notice how your own name is listed along with other share owners in the top half of the screen.

Left-click the Sell Shares icon and the number and value of shares available in this park increases. The number and value figures by your own name in the green half of the Shares Screen simultaneously falls. However, much needed funds are being added to your bank balance all the time.

When you're done with share dealing, **left-click** the Tick icon to return you to the Park Screen.

Chapter 9:

Year End Charts



The Overall chart appears automatically at the end of every financial year, and allows you to see how your park has progressed during the previous 12 months. It takes the form of a mantelpiece on which all the cups and certificates awarded to your park are displayed. The Top Ten parks are also ranked. You must achieve the number 1 position overall to have succeeded in your aim of building the world's ultimate tourist attraction.

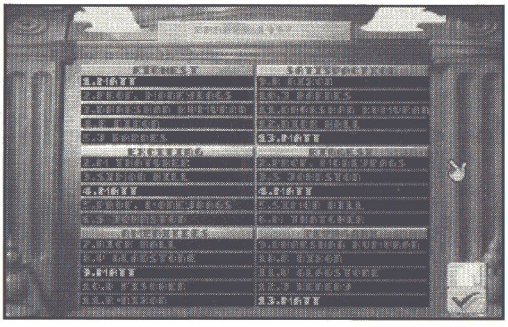
Left-click a cup or certificate for details of the award. A cup means your park provided the best service in the world in that category during the previous year. A certificate means your park was highly regarded.

When you've seen enough, **left-click** Tick for the Year End Details screen. Alternatively, **left-click** the Ratings icon for a look at the Ratings Chart.

Red Letter Days

If you click a certificate for a close-up look and it's written in red ink, the park's in trouble! Red writing indicates that your Theme Park was severely deficient in some aspect of its operations. Take note of your shortcomings and sort them out during the next year, or you're never going to be number 1.

Ratings Chart



Left-click the Ratings icon for the Ratings Chart. Here your Theme Park is rated against every other in six categories:

Richest

Exciting

Amenities

Satisfaction

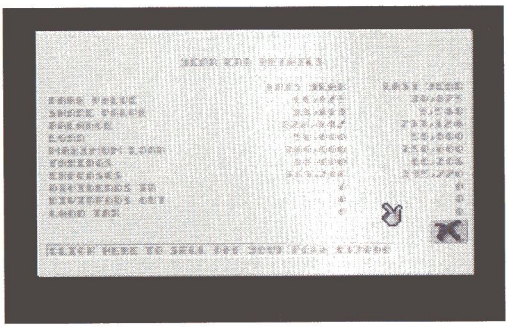
Biggest

Pleasant

Study the position of your park in all six categories to find out where it's deficiencies lie and how you can improve the Overall position over the coming fiscal year.

Left-click the Tick icon to return to the Overall chart.

Year End Details Chart



Left-click the Tick icon on the Overall chart for the Year End Details. This chart compares your Theme Park's results over the last two financial years in the following categories:

Park Value

Share Value

Balance

Loan

Maximum Loan

Takings

Expenses

Dividends in

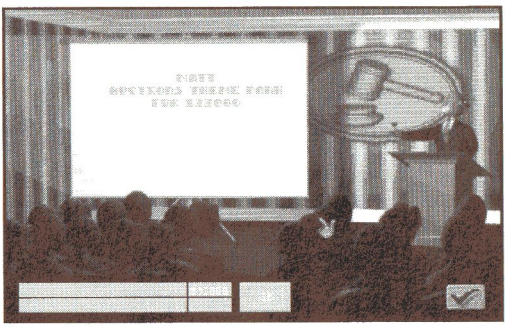
Dividends out

Land Tax

If the park value is sufficient, you are also given the options of selling it off at Auction. **Left-click** the Auction box to initiate this (see *Auctions*).

When you've finished at the Year End Details screen, **left-click** the X icon and it's back to the Park Screen for another year of big business decision-making.

Auctions



At the end of each year you have the option to sell your Theme Park at Auction – if it's reached the minimum value.

Left-click the Auction option on the Year End Details screen, and then sit back and watch the bidding while the seconds tick away.

With the money made by selling off this Theme Park, you have the opportunity to start afresh in a new location. But if there are no takers, it's back to the Park Screen.

Bankruptcy

When the value of all the shares and stock in your park won't cover the cost of loans, any interest you owe, debts to the bank and the £20,000 leeway you're given, you are legally declared bankrupt. The park has to close, your life's work collapses around you, and there's only one honourable way out.

It's a long way down.

About Bullfrog

In case you haven't heard of Bullfrog Productions – where have you been for the last five years? Believe it or not, as recently as 1989 the world hadn't been exposed to Populous, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, Populous has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog four consecutive number one hits. PowerMonger, Populous 2 and Syndicate followed, and all enjoyed immense critical acclaim and commercial success. In the same short time, Bullfrog Productions has expanded from the two-man operation founded by Peter Molyneux and Les Edgar to a thriving company with over 40 employees. Through this period of unprecedented growth, Bullfrog has continued to produce games which combine visual strength with technical complexity. But above all else, it's originality that is the key to Bullfrog's success. Theme Park, the first of Bullfrog's Designer Series, is the latest example of the company's commitment to originality and innovation. It combines accurate simulation technology with easy playability and the instant gratification of superb graphics. And above all, like all their games, it's FUN! Get ready for Bullfrog's fifth number one.

Credits

Designed by: Bullfrog Productions

Creators & Lead Programmers: Peter Molyneux and Demis Hassabis

Management: Les Edgar

Programmers: Mark Webley, Mark Lamport, James Robertson

Graphics and Art Concepts: Paul McLaughlin, Chris Hill, Fin McGechie

Introductory Sequence designed by: Chris Hill

Sound & Music: Russell Shaw

Testing and Quality Assurance: Alex Trowers, Andy Cakebread, Alfie Noakes

And for all the many other tasks too numerous to mention:

Sean Masterson, Guy Simmons, Kathy McEntee, Mike Diskett, Allan Wright, Andy Beale, Steven Metcalf, Dennis Alderton, Cathy Campos, Glenn Corpes, Kevin Donkin, Jo Goodwin, Phil Harvey, Mark Healey, Mark Huntley, Phil Jones, Michael Man, Sue Mumford, Matt Sullivan, Alan Weaver, Tony Dawson, Louise Kember

For Electronic Arts

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Assistant Producer: Nick Goldsworthy

Executive Producer: Joss Ellis

Product Manager: Sean Ratcliffe

Documentation: Neil Cook

Documentation Design: Chris Morgan

Lead Tester: Darren King

Testing: Mark Bergan, Mike Cooper, Lawrence Doyle, Matt Price, Graham Harbour, Diarmid Clarke, David Amor, Danny Isaac, Rupert Easterbrook, Bryan Beckstrand, Brian Reed, Steven Imes, David Costa

Quality Assurance: Peter Murphy, Richard Gallagher, Alex Camilleri

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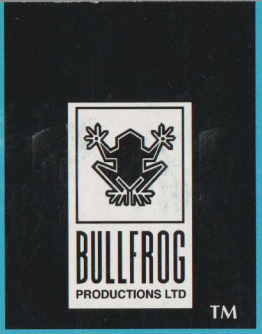

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